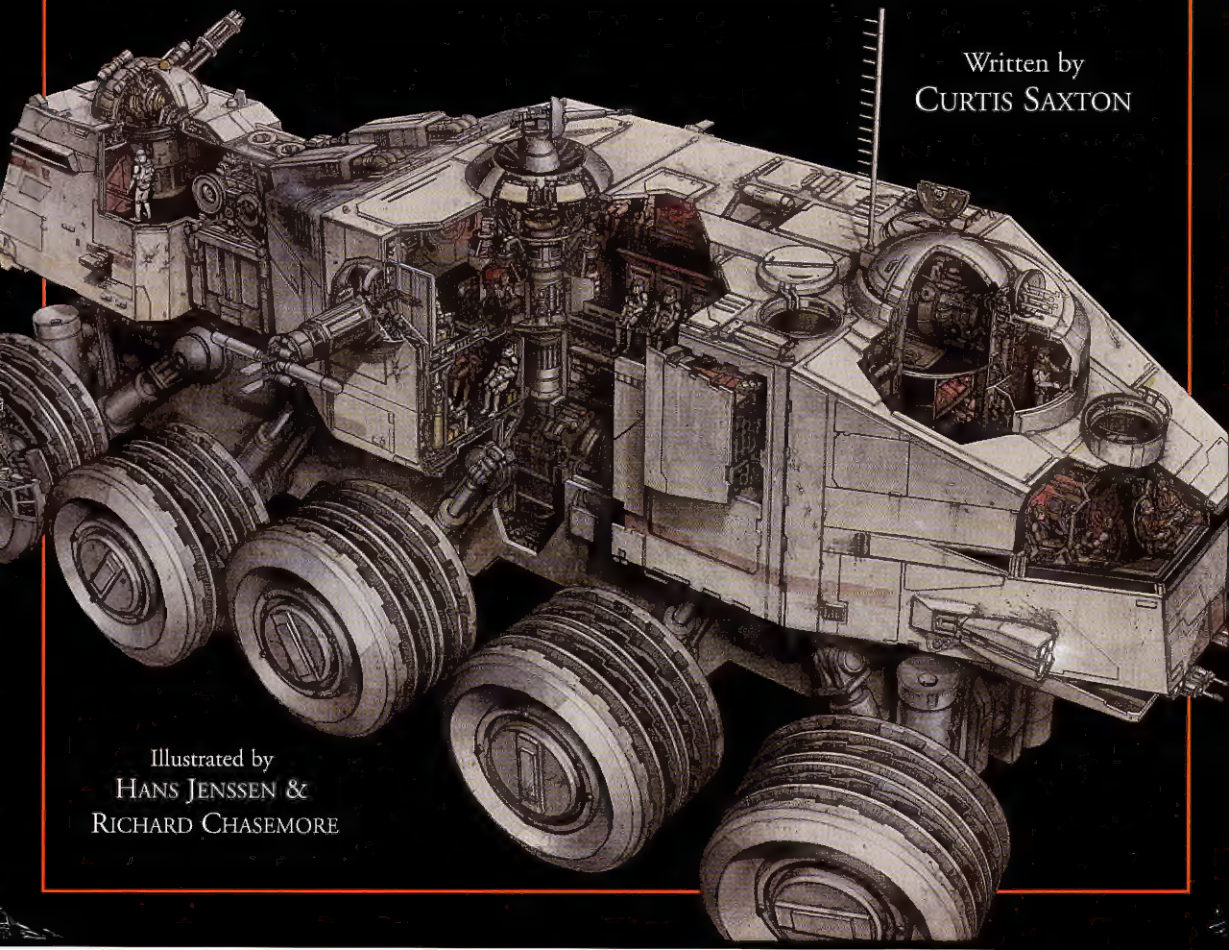
STAR WARS®

REVENGE OF THE SITH

INCREDIBLE CROSS-SECTIONS

THE DEFINITIVE GUIDE TO THE CRAFT FROM *STAR WARS*: EPISODE III



Written by
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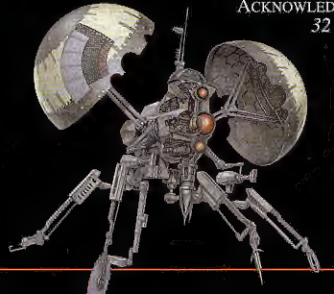


Introduction

The Clone Wars have escalated into a cataclysmic conflict, thousands of times vaster than the opening battle on Geonosis. Most of the Republic's Jedi Knights and clone troops are engaged in desperate campaigns across the galaxy. The Separatist movement, now known as the Confederacy of Independent Systems, is encircling the crumbling Galactic Republic, building strongholds in weak Outer Rim sectors and advancing ever-nearer to the star systems of the Galactic Core. However, neither side is aware that their leaders are secretly in league with each other. The Republic's Supreme Chancellor Palpatine is really the Sith Lord Darth Sidious, and his apprentice is Darth Tyranus, otherwise known as Count Dooku, the leader of the Separatists. Sidious is merely playing for time until he is ready to replace Tyranus with a new, more powerful apprentice, who will help him to achieve his ultimate aim: utter subjugation of the galaxy under Sith rule and the formation of a merciless new order—the Galactic Empire.

Technology

Confederacy of Independent Systems

Separatist vehicles are financed by business powers such as the Trade Federation, InterGalactic Banking Clan, and Techno Union. These organizations source war machines with integrated droid brains from the most savage and unpredictable alien manufacturers, including Colla Designs, Phlac-Arphocc Automata, and Baktoid Industries. The design of these weapons-laden vehicles often reflect the manufacturing species' fearsome physical appearances, such as the menacing, insectoid shape of Phlac-Arphocc's droid gunship. As few organizations choose to do business with these intimidating armorers, their prices are lower than regulated factories, satisfying the Separatist powers' guiding mantra of cost-savings and profit maximization.

Galactic Republic

The teetering government of the Galactic Republic desperately spends its waning wealth on grand armies and fleets to defend its territorial unity. New, agile starfighters such as Kuat System Engineering's Jedi Interceptors and Incom/Subpro's ARC-170s and V-wings, enable the Republic to counter the Separatist threat. Powerful Kuat-designed *Venator*-class Star Destroyers function as starfighter-carriers for the valiant Jedi and clone pilots. In the years to come, Kuat will secure lucrative contracts for the new Imperial Starfleet.

Defectors from Incom, sickened by the Empire's oppressive brutality, will secretly build X-wing fighters for the Rebel Alliance.

Specialized Vehicles

Separatist warlords and other powerful, wealthy individuals often commission specialist manufacturers to create personalized vehicles to meet very specific requirements. The cyborg General Grievous, commander of the Confederacy's droid armies, has a range of lethal and highly effective customized transports that enable him to lead his troops into battle in any environment. On Utapau he uses a modified wheel bike produced by the Z-Gomot Terribus® Guppat Corporation. This fearsome, high-speed transport, equipped with a powerful double laser cannon, enables Grievous to negotiate the planet's rocky terrain with ease.

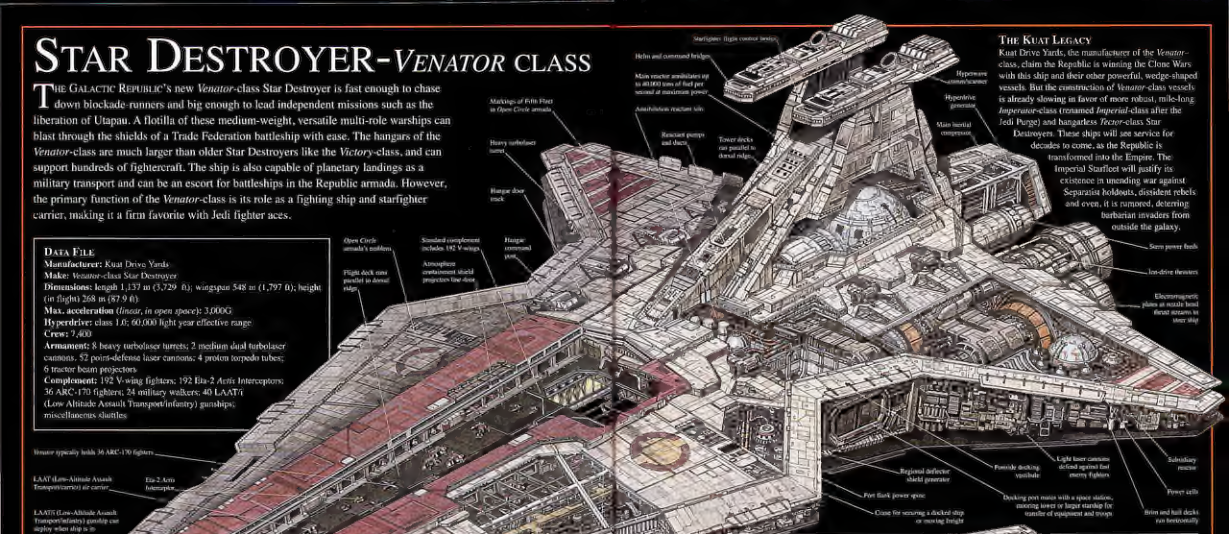
Native Technology

The Clone Wars have created chaos and increased restrictions on business. This has forced many worlds to become reliant on their own self-made vehicles. The Utapauns fly tough, well-armed P-38 starfighters manufactured by the planet's Bauper Torsckil Abbey Devices company. The Wookiees of Kashyyyk defend their homeworld against Separatist invasion using speedy, jet-propelled catamarans built by the native Appazanna Engineering Works. Staunch defenders of the Republic, this long-lived species of dedicated Loyalists will be repaid with their enslavement under Imperial rule.

STAR DESTROYER-*VENATOR* CLASS

THE GALACTIC REPUBLIC'S new *Venator*-class Star Destroyer is fast enough to chase down blockade-runners and big enough to lead independent missions such as the liberation of Utapau. A flotilla of these medium-weight, versatile multi-role warships can blast through the shields of a Trade Federation battleship with ease. The hangars of the *Venator*-class are much larger than older Star Destroyers like the *Victory*-class, and can support hundreds of fighter craft. The ship is also capable of planetary landings as a military transport and can be an escort for battleships in the Republic armada. However, the primary function of the *Venator*-class is its role as a fighting ship and starfighter carrier, making it a firm favorite with Jedi fighter aces.

DATA FILE
Manufacturer: Kuat Drive Yards
Make: *Venator*-class Star Destroyer
Dimensions: length 1,137 m (3,729 ft); wingspan 548 m (1,797 ft); height (in flight) 268 m (87.9 ft)
Max. acceleration (*linear, in open space*): 3,000G
Hyperdrive: class 1.0; 60,000 light year effective range
Crew: 7,400
Armament: 8 heavy turbolaser turrets; 2 medium dual turbolaser cannons; 52 point-defense laser cannons; 4 proton torpedo tubes; 6 tractor beam projectors
Complement: 192 V-wing fighters; 192 Eta-2 *Actis* Interceptors; 36 ARC-170 fighters; 24 military walkers; 40 LAAT/i (Low Altitude Assault Transport/infantry) gunships; miscellaneous shuttles

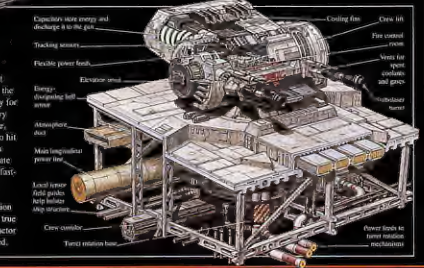

Starfighter flight control section
Helm and command bridge
Main reactor annihilates up to 40,000 tons of fuel per second at maximum power
Antiobliteration reactor silo
Reactant pumps and ducts
Tower decks run parallel to dorsal ridge
Hyperwave communications unit
Hyperdrive generator
Main inertial compensator
Markings of Fifth Fleet in Open Circle armada
Heavy turbolaser turret
Hangar door track
Open Circle armada's emblem
Standard complement includes 192 V-wings
Hangar command post
Flight deck runs parallel to dorsal ridge
Atmosphere containment shield projects low dome
Sensor array
Ion-drive thrusters
Electromagnetic plates at missile head thrust streams to inner ship
Venator typically holds 36 ARC-170 fighters
LAAT (Low-Altitude Assault Transport/carrier) air carrier
Eta-2 Actis Interceptor
LAAT/i (Low-Altitude Assault Transport/infantry) gunship can deploy when ship is in atmospheric flight
ARC (Aggressive ReCon) 170 fighter on hangar approach
Regional deflector shield generator
Powside docking vestibule
Light laser cannons defend against fast enemy fighters
Subsidiary reactor
Port flank power spine
Crane for securing a docked ship or moving freight
Docking port mates with a space station, mooring tower or larger starship for transfer of equipment and troops
Power cells
Brim and hull decks run horizontally
Crewed areas
Medium dual turbolaser
Fighter and vehicle hangars
Local shield generator
Ventral docking bay (on the initiative of General Skywalker; some Venator-class ships feature additional SPHA-T laser cannons here to increase ventral firepower)
Hull scarring caused by direct impact from a crashing Separatist tri-fighter
Atmosphere ducts
Dorsal doors—powerful deflector shields also protect the ship's interior
Tractor beam generator
Bow tractor beam projector
AT-TE (All Terrain Tactical Enforcer) walker

THE KUAT LEGACY

Kuat Drive Yards, the manufacturer of the *Venator*-class, claim the Republic is winning the Clone Wars with this ship and their other powerful, wedge-shaped vessels. But the construction of *Venator*-class vessels is already slowing in favor of more robust, mile-long *Imperator*-class (renamed *Imperial*-class after the Jedi Purge) and bangarless *Tector*-class Star Destroyers. These ships will see service for decades to come, as the Republic is transformed into the Empire. The Imperial Starfleet will justify its existence in unending war against Separatist holdouts, dissident rebels and even, it is rumored, deterring barbarian invaders from outside the galaxy.

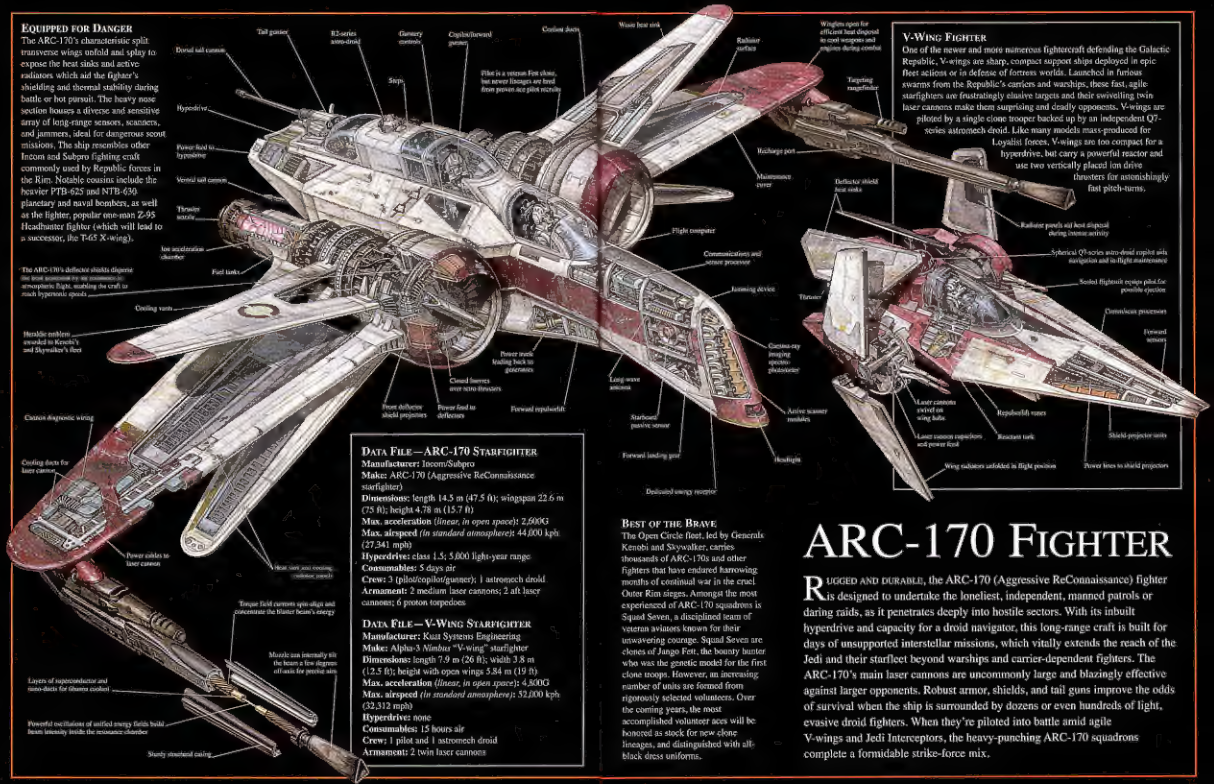
HEAVY-DUTY FIREPOWER

A *Venator*-class Star Destroyer's eight DBY-827 heavy turbolaser turrets are the standard requirement in naval gunnery for intense inter-ship combat and planetary bombardment. The DBY-827's precise, long-range tracking mode enables it to hit a target vessel at distances of over ten light-minutes, while the turret can rotate in three seconds in its close-fighting, fast-tracking mode. Seven different blast intensities provide a choice between crippling shots and outright vaporization of the enemy. The *Venator*-class, as a true warship, can feed almost its entire reactor output to its heavy guns when required.



CARRIER ROLE

The long dorsal flight deck of the *Venator*-class enables hundreds of starfighters to launch rapidly. The slow opening and closing of the deck's armored bow doors, however, can leave the vessel vulnerable. This weakness is compensated for by strong deflector shielding around the deck's entrance, but the design flaw will be eliminated in future Star Destroyers.


Tail gunner
R2-series astro-droid
Gunnery controls
Cockpit/forward gunner
Coolant ducts
Dorsal tail cannon
Hyperdrive
Sting
Pilot is a veteran Finn chosen, but newer lineages are bred from proven ace pilot records
Power feed to hyperdrive
Ventral tail cannon
Thruster nozzle
Ion acceleration chamber
Fuel tanks
The ARC-170's deflector shields disperse the heat accrued by air resistance in atmospheric flight, enabling the craft to reach hypersonic speeds
Cooling vents
Heraldic emblem awarded to Kenobi's and Skywalker's fleet
Canyon diagnostic wiring
Cooling ducts for laser cannon
Power cables to laser cannon
Heat sink and cooling radiator panels
Torque field cancels spin-slips and concentrates the blaster beam's energy
Muzzle ion internally tilts the beam a few degrees off-axis for precise aim
Layers of superconductor and nano-ducts for plasma coolant
Powerful oscillations of unified energy fields build beam intensity inside the resonance chamber
Sturdy structural casing
Waste heat sink
Radiator surface
Wingtips open for efficient heat disposal in cool weapons and engines during combat
Targeting rangefinder
Recharge port
Maintenance cover
Deflector shield heat sinks
Flight computer
Communications and sensor processor
Jamming device
Thruster
Gamma-ray imaging spectro-photometer
Long-wave antenna
Starboard passive sensor
Forward landing gear
Headlight
Dedicated energy receptor
Power leads leading back to generators
Closed louvres over astro-thrusters
Front deflector shield projectors
Power feed to deflectors
Forward repulsorlift
Active scanner modules
Laser cannons swivel on wing hubs
Repulsorlift vanes
Laser cannon capacitors and power feed
Reactor tank
Shield-projector units
Wing radiators unfolded in flight position
Power lines to shield projectors
Radiator panels aid heat disposal during intense activity
Spherical Q9-series astro-droid copilot aids navigation and in-flight maintenance
Sealed flightsuit equips pilot for possible ejection
Consciousness processors
Forward sensors

Equipped for Danger

The ARC-170's characteristic split transverse wings unfold and splay to expose the heat sinks and active radiators which aid the fighter's shielding and thermal stability during battle or hot pursuit. The heavy nose section houses a diverse and sensitive array of long-range sensors, scanners, and jammers, ideal for dangerous scout missions. The ship resembles other Incom and Subpro fighting craft commonly used by Republic forces in the Rim. Notable cousins include the heavier PTB-625 and NTB-630 planetary and naval bombers, as well as the lighter, popular one-man Z-95 Headhunter fighter (which will lead to a successor, the T-65 X-wing).

Data File—ARC-170 Starfighter

Manufacturer: Incom/Subpro
Make: ARC-170 (Aggressive ReConnaissance starfighter)
Dimensions: length 14.5 m (47.5 ft); wingspan 22.6 m (75 ft); height 4.78 m (15.7 ft)
Max. acceleration *(linear, in open space)*: 2,500G
Max. airspeed *(in standard atmosphere)*: 44,000 kph (27,341 mph)
Hyperdrive: class 1.5; 5,000 light-year range
Consumables: 5 days air
Crew: 3 (pilot/copilot/gunner); 1 astromech droid
Armament: 2 medium laser cannons; 2 aft laser cannons; 6 proton torpedoes

Data File—V-Wing Starfighter

Manufacturer: Kuat Systems Engineering
Make: Alpha-3 Nimbus "V-wing" starfighter
Dimensions: length 7.9 m (26 ft); width 3.8 m (12.5 ft); height with open wings 5.84 m (19 ft)
Max. acceleration *(linear, in open space)*: 4,800G
Max. airspeed *(in standard atmosphere)*: 52,000 kph (32,312 mph)
Hyperdrive: none
Consumables: 15 hours air
Crew: 1 pilot and 1 astromech droid
Armament: 2 twin laser cannons

Best of the Brave

The Open Circle fleet, led by Generals Kenobi and Skywalker, carries thousands of ARC-170s and other fighters that have endured harrowing months of continual war in the cruel Outer Rim sieges. Amongst the most experienced of ARC-170 squadrons is Squad Seven, a disciplined team of veteran aviators known for their unwavering courage. Squad Seven are clones of Jango Fett, the bounty hunter who was the genetic model for the first clone troops. However, an increasing number of units are formed from rigorously selected volunteers. Over the coming years, the most accomplished volunteer aces will be honored as stock for new clone lineages, and distinguished with all-black dress uniforms.

V-wing Fighter

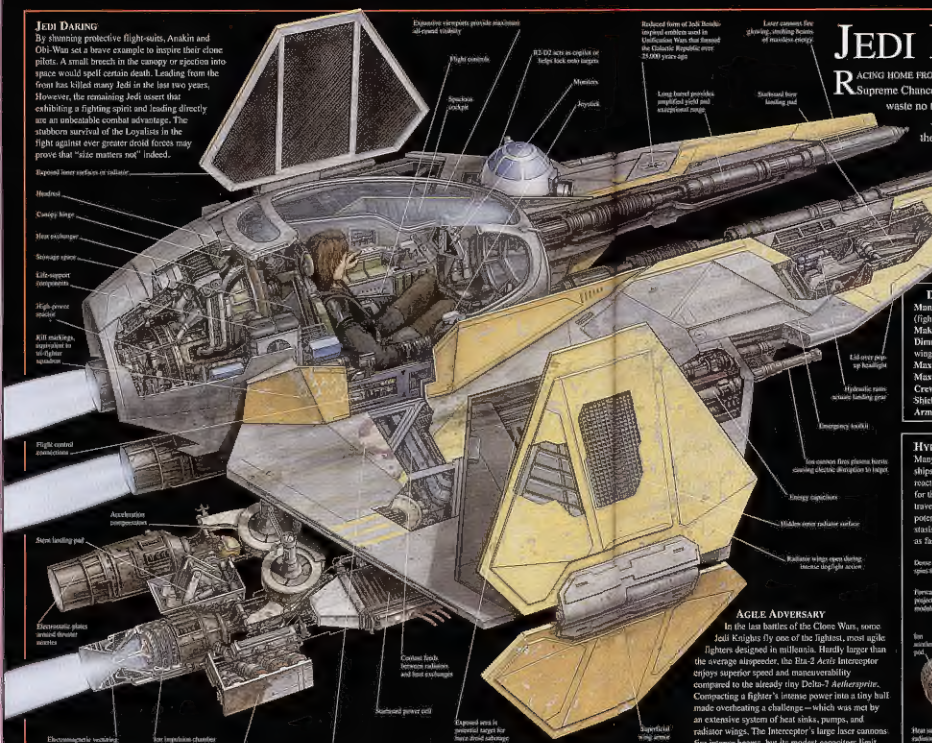
One of the newer and more numerous fightercraft defending the Galactic Republic, V-wings are sharp, compact support ships deployed in epic fleet actions or in defense of fortress worlds. Launched in furious swarms from the Republic's carriers and warships, these fast, agile starfighters are frustratingly elusive targets and their swivelling twin laser cannons make them surprising and deadly opponents. V-wings are piloted by a single clone trooper backed up by an independent Q7-series astromech droid. Like many models mass-produced for Loyalist forces, V-wings are too compact for a hyperdrive, but carry a powerful reactor and use two vertically placed ion drive thrusters for astonishingly fast pitch-turns.

ARC-170 Fighter

Rugged and durable, the ARC-170 (Aggressive ReConnaissance) fighter is designed to undertake the loneliest, independent, manned patrols or daring raids, as it penetrates deeply into hostile sectors. With its inbuilt hyperdrive and capacity for a droid navigator, this long-range craft is built for days of unsupported interstellar missions, which vitally extends the reach of the Jedi and their starfleet beyond warships and carrier-dependent fighters. The ARC-170's main laser cannons are uncommonly large and blazingly effective against larger opponents. Robust armor, shields, and tail guns improve the odds of survival when the ship is surrounded by dozens or even hundreds of light, evasive droid fighters. When they're piloted into battle amid agile V-wings and Jedi Interceptors, the heavy-punching ARC-170 squadrons complete a formidable strike-force mix.

Jedi Interceptor

Racing home from the brutal Outer Rim sieges to rescue the kidnapped Supreme Chancellor Palpatine, Obi-Wan Kenobi and Anakin Skywalker waste no time scrambling to their fighters. Leading the Republic's aerial forces in their Jedi Interceptors, they flit through the battle-zone with imp-like agility. Their spacecraft's compact design is suited to the Force-assisted tactical abilities of Jedi pilots—heavy flight instruments, sensors, and shields are unnecessary. Over the last three years, the distinctive Interceptor profile has become a symbol of authority and hope for the Republic's clone forces, and a frustrating apparition to the Separatists.


Jedi Daring
By donning protective flight-suits, Anakin and Obi-Wan set a brave example to inspire their clone pilots. A small breech in the canopy or ejection into space would spell certain death. Leading from the front has killed many Jedi in the last two years. However, the remaining Jedi assert that exhibiting a fighting spirit and leading directly are an unbeatable combat advantage. The stubborn survival of the Loyalists in the fight against ever greater droid forces may prove that "size matters not" indeed.
Expansive viewports provide maximum all-round visibility
Flight controls
R2-D2 acts as copilot or helps lock onto targets
Spacious cockpit
Monitors
Joystick
Stylized form of Jedi Knight-inspired emblem used in Unification Wars that formed the Galactic Republic over 25,000 years ago
Laser cannons fire glowing, swirling beams of massless energy
Long barrel provides amplified yield and exceptional range
Starboard bow landing pad
Exposed inner surfaces or radiator
Headrest
Canopy hinge
Heat exchanger
Stowage space
Life-support components
High-power reactor
Kill markings, equivalent to ni-fighter squadron
Lid over pop-up headlight
Hydraulic ram: actuates landing gear
Emergency airlift
Flight control connections
Ion cannon fires plasma bursts causing electric disruption to target
Energy capacitors
Hidden inner radiator surface
Radiator wings open during intense starfight action
Acceleration compensators
Stern landing pad
Electronic plates around thruster nozzles
Cockpit feeds between radiators and heat exchangers
Starboard power cell
Exposed area is potential target for basic droid sabotage
Superficial wing armor
Electromagnetic vectoring deflects thrust stream by up to 30 degrees for versatile steering
Ion propulsion chamber accelerates invisible, diffuse particle stream up to near-light speeds
Minimal repulsorlift projectors used for taking off and landing
Double arc emblem celebrates Republic fleet under Kenobi and Skywalker's leadership

Agile Adversary

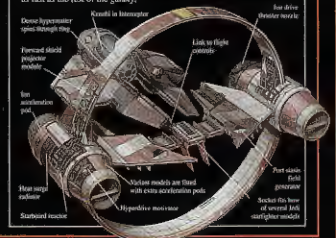
In the last battles of the Clone Wars, some Jedi Knights fly one of the lightest, most agile fighters designed in millennia. Hardly larger than the average airspeeder, the Eta-2 *Actis* interceptor enjoys superior speed and maneuverability compared to the already tiny Delta-7 *Aethersprite*. Connecting a fighter's intense power into a tiny hull made overheating a challenge—which was met by an extensive system of heat sinks, pumps, and radiator wings. The Interceptor's large laser cannons fire intense beams, but its modest capacitors limit continuous fire—though this is not usually a handicap for Jedi pilots, who rarely waste a shot.

Data File

Manufacturer: Kuat Systems Engineering, subsidiary of Kuat Drive Yards (fighter); TransGalMeg Industries Inc. (hyperdrive ring)
Maker: Eta-2 *Actis* Interceptor; Syfluss-45 hyperdrive module
Dimensions: length 5.47 m (18 ft); width 4.3 m (14.1 ft); height with open wings 2.5 m (8.2 ft)
Max. acceleration *(linear, in open space)*: 5,200G
Max. speed *(in standard atmosphere)*: 15,000 kph (9,321 mph)
Crew: 1 pilot and 1 astromech droid
Shields: none
Armament: two dual laser cannons; 2 secondary ion cannons

Hyperdrive Booster

Many Jedi starfighters are too small to safely contain a hyperdrive, so the ships must connect to an external booster ring. Usually powered by twin reactors and ion drives, the ring contains "hypermatter," providing ballast for the attached starfighter during the jump to hyperspace. When traveling at hyperspeed, shields protect the ship and booster against potentially fatal collisions with interstellar gas and dark particles, while stasis fields slow the passage of onboard time, so that the pilot ages only as fast as the rest of the galaxy.


Kuat drive thruster nozzle
Kuat Systems Engineering Interceptor
Dense hypermatter space through ring
Link to flight controls
Forward shield projector module
Ion acceleration pods
Port stasis field generator
Nacelles models are fitted with extra acceleration pods
Heat surge radiator
Hyperdrive motivator
Starboard reactor
Socket fits bow of several Jedi starfighter models

TRI-FIGHTER

CUNNING AND EERILY determined, droid tri-fighters are frightening new defenders of the Separatist battle fleets. These fast, agile space-superiority fighters are built to excel in dogfighting. Equipped with more advanced droid brains than common Trade Federation Vulture droid fighters, tri-fighters pose a challenge to even the best living starpilots. They may be outrun by high-speed Jedi Interceptors, but they are bulkier and more heavily armed, which makes them a force to be reckoned with.

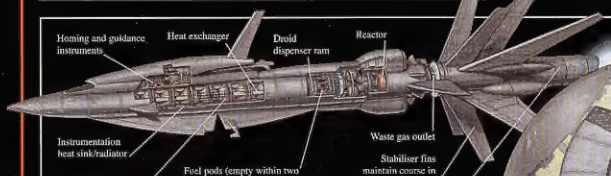
COLICOID DESIGN

The tri-fighter's fearsome appearance and predatory programming is the work of the Colicoids—the creators of the Trade Federation's droidecka heavy infantry. The ridged, three-armed design is based on the skull features of a terrifying prehistoric predator native to the planet Colla IV. Three independent thrusters give the craft its agility, and a powerful reactor and control/comms transceiver provide unusual range for a droid fighter.

Wing laser cannons can fire together or independently (cannon can tilt or slide on rail slightly to improve its deadly converging aim)
Support clamps lock cannon in place if fighter is firing while flying a twisting course
Cables from power cells to weapon capacitor
Continually charging capacitor feeds the laser cannon's rapid bursts of fire
Sturdy internal frame
Propellant delivery
Fuel tank
Power and propellant regulation computer
Chain of power cells line inside of wing
Ionization reactor
Initial ion acceleration chamber
Electrodes
Secondary accelerator adds spin to ion stream
Particle stream exits thrust nozzle at near-light speed
Heat sinks grille inside radiator fin
Sensitive communications dish maintains a strong fix on mothership signal
Radiator surface
Repulsorlift aids flying over planetary surfaces
Reactor's magnetic confinement elements
Nose laser cannon is fixed in place
Barrel cooling blades
Rotating frame holds reactor ball
Main reactor core
Right-eye photoreceptor
Discharge unit
Target scanner
Crafty and aggressive droid brain surrounding nose cannon's capacitor
Six re-arranged triangles from the Confederacy emblem signify the tri-fighter's squadron
Missile support rods fold out from wing
Clamps holding portside buzz-droid missile
X- and gamma-ray cluster
Cooling radiator
Missile carrying special payload of lethal saboteur buzz droids
Thin panelled segment exposes fuel enough to emit excess radiation

DATA FILE

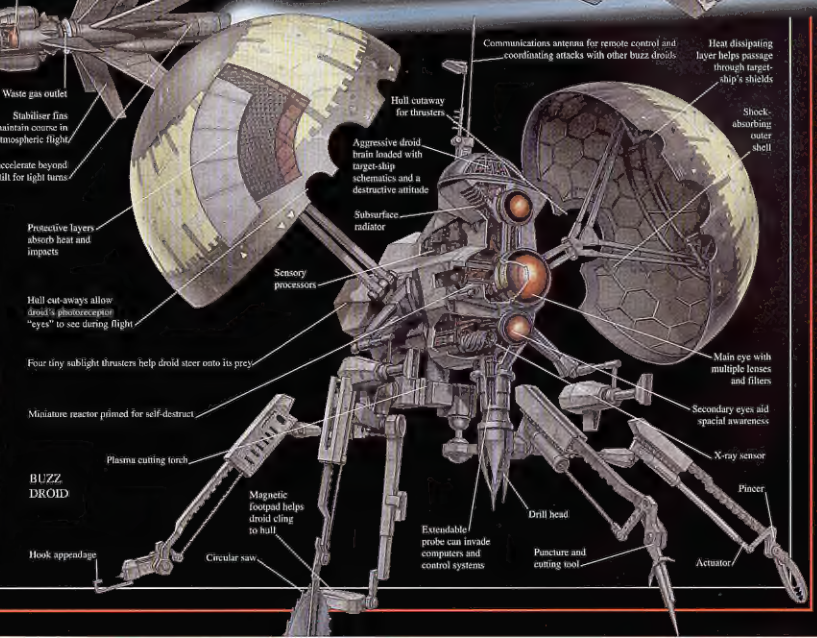
Manufacturer: Colla Designs and Phlac-Arphocc Automata Industries
Make: space superiority starfighter
Dimensions: length 5.4 m (17.7 ft); wing diameter 1.96 m (6.4 ft); width 3.45 m (11.3 ft)
Max. acceleration *(linear, in open space)*: 3,600G
Max. airspeed *(in standard atmosphere)*: 37,000 kph (22,990 mph)
Hyperdrive: none
Crew: integrated droid brain
Armament: 1 medium laser cannon; 3 light laser cannons; 2–6 buzz-droid missiles


Homing and guidance instruments
Heat exchanger
Droid dispenser ram
Reactor
Instrumentation heat sink/radiator
Dormant buzz droids
Fuel pods (empty within two minutes of launch)
Waste gas outlet
Stabiliser fins maintain course in atmospheric flight
Thruster can accelerate beyond 10,000G and tilt for light turns

BUZZ DROID MISSILE

CONFEDERACY BUZZ DROID

During the Battle of Coruscant, Confederacy tri-fighters defend General Grievous's stricken flagship by harassing Jedi attackers with special new ordnance. Launched from modified tri-fighters and other vessels, these guided buzz-droid missiles are lethal, and able to outturn and outrun nearly any manned starship. But their aim is not a direct kill. Instead of detonating on impact, the missile delivers a swarm of buzz droids: mechanical gremlins expertly programmed in the fine arts of technological sabotage. Tiny maneuvering thrusters and a protective, shielded shell enable the buzz droid to slip through a target ship's shields and onto its hull. Once "hatched," each buzz droid deploys an array of graspers and cutting tools to cause the maximum damage. Each buzz droid's brain is loaded with the design schematics of a vast range of starships and military targets, enabling it to identify weak points. It is these highly effective attackers that succeed in crippling General Kenobi's Jedi Interceptor.


Communications antenna for remote control and coordinating attacks with other buzz droids
Heat dissipating layer helps passage through target-ship's shields
Hull cutaway for thrusters
Shock-absorbing outer shell
Aggressive droid brain loaded with target-ship schematics and a destructive attitude
Subsurface radiator
Protective layers absorb heat and impacts
Sensory processors
Hull cut-aways allow droid's photoreceptor "eyes" to see during flight
Four tiny sublight thrusters help droid steer onto its prey
Miniature reactor primed for self-destruct
Plasma cutting torch
BUZZ DROID
Magnetic footpad helps droid cling to hull
Hook appendage
Circular saw
Extendable probe can invade computers and control systems
Drill head
Puncture and cutting tool
Main eye with multiple lenses and filters
Secondary eyes aid spacial awareness
X-ray sensor
Pincer
Actuator

Droid Gunship

Ominous in appearance and relentless in battle, the droid gunship is a powerful, well-shielded missile platform. Designed for air strikes within planet atmospheres, it moves at relatively slow speeds and displays average maneuverability, but this is compensated for by its awesome firepower. Two laser-cannon turrets can track targets independently, while torpedoes and missiles prove devastating against ground-based installations, attack vehicles, and faster short-range targets. The wing modules can carry extra laser cannons, concussion bombs, and upgraded targeting scanners. The droid gunship is truly a symbol of Separatist military might.

Stable Shooting

Designed and built by Baktoid Fleet Ordnance, the HMP (Heavy Missile Platform) droid gunship has a heavy, weapon-laden front end. Powerful repulsorlift arrays provide stability, ensuring the HMP's lethal effectiveness both in skirmishes and as a hovering gun platform over ground battles. High-powered shields in its saucer-like hull deflect and absorb all but the most powerful laser blasts. Forward thrust is provided by ion-drive engines at the ship's rear.

Data File

Manufacturer: Baktoid Fleet Ordnance
Make: HMP (Heavy Missile Platform) droid gunship
Function: Ground assault fighter
Dimensions: *(enfolding gunds* length 12.3 m (40.5 ft); width 11 m (36.2 ft); height 3.1 m (10.2 ft)
Max. acceleration *(linear, in open space)*: 100G
Max. airspeed *(in standard atmosphere)*: 14,200 kph (8,824 mph)
Crew: Integrated droid brain
Armament *(standard configuration)*: 2 laser cannon turrets; 1 medium laser cannon; 2 light laser cannons; 14 missiles

Confederate Corruption

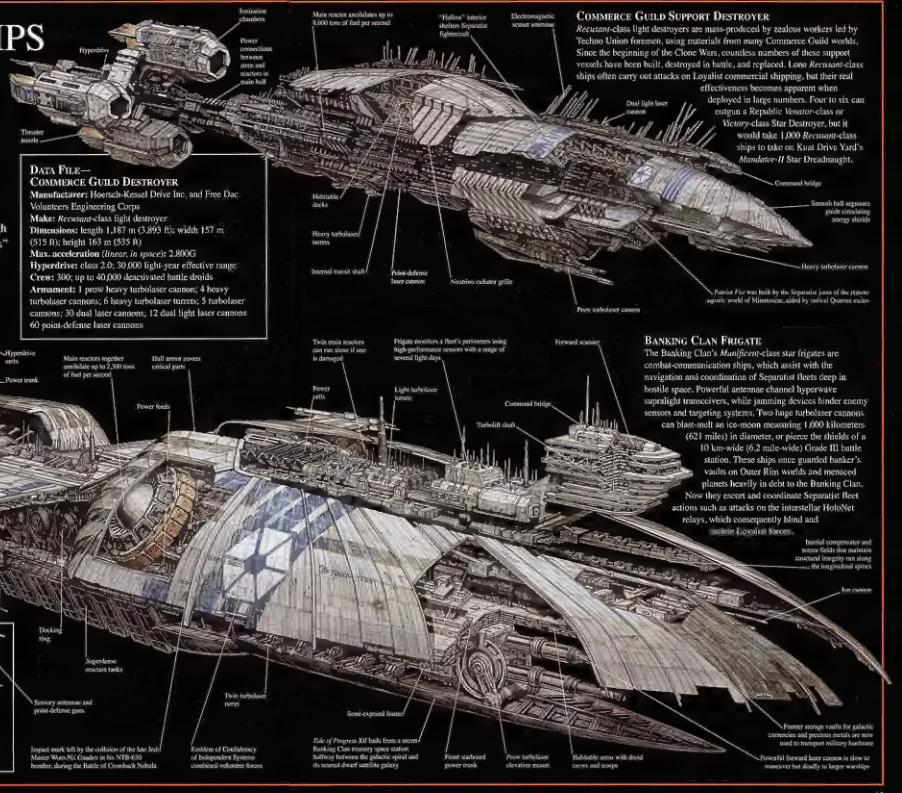
Mass-produced in Baktoid's factories on numerous Confederacy worlds, the droid gunship plays a vital role in the Separatist forces. On some of these planets, power-hungry despots keep a number of the vessels for their own personal use. Many gunships used in General Grievous's raid on Coruscant bear the triple-spiral sponsorship logo of Ado Eemon, the silken-tongued ruler of Curumm V. Eemon deployed his own personal fleet of gunships to ruthlessly eliminate all threats to his power, ravaging the once-beautiful world in the process.

Modular Wings

The droid gunship's wings can carry a range of interchangeable, mission-specific payloads. Dozens of missile and torpedo types can be deployed, tailored for special capabilities and effects. These include concentrated and wide-range blasts, electromagnetic pulses to wipe out the enemy's electrical systems, incendiary devices, and hard radiation bursts. Heavy concussion bombs are effective against larger ground-based targets, but are too cumbersome to hit fighters precisely. Additional wing-tip laser cannons can be fitted for long-range and line-of-sight engagements.

Separatist Ships

While vast campaigns detain millions of Separatist warships in the Outer Rim, a few dozen battleships lead thousands of destroyers and frigates in a bold strike on the galactic capital Coruscant. These light warships, bristling with small laser turrets and impressive, oversized cannons, were pledged to Count Dooku by the governments of hundreds of aggressively independent star sectors. As the craft are largely controlled by automated droid-brain technology, little crew space is required. This gives the ships a sinister, skeletal appearance. Destroyers and frigates are not equipped with hangars or ground-attack armies but carry enough security droids for boarding actions. They can also act as "hosts" for Separatist starfighters, providing protection inside their spacious hull cavities. If the vessels' deflector shields fail, however, these hollow hulls can make them vulnerable targets for Loyalist defenders.


Ionization chamber
Hyperdrive
Power connections between stern and reactors to main hull
Thruster nozzle
Main reactor annihilates up to 8,000 tons of fuel per second
"Hollow" interior skeleton Separatist fighter craft
Electromagnetic sensor antennae
Dual light laser cannon
Habitable decks
Heavy turbolaser turrets
Internal transit shaft
Point-defense laser cannon
Neutrino radiator grille
Prow turbolaser cannon
Command bridge
Smooth hull segments guide circulating energy shields
Heavy turbolaser cannon
Fusion Fire was built by the Separatist junta of the remote aquatic world of Minnivaine, aided by rebel Quermi exiles
The miserly InterDalactic Banking Clan distrusts the public-access HoloNet, and uses its own space stations and armed communications ships to relay signals and account keys securely
Ray shield generator dissipates harmful energy blasts
Hyperdrive units
Power trunk
Main reactors together annihilate up to 2,300 tons of fuel per second
Hull armor covers critical parts
Power feeds
Twin main reactors can run alone if one is damaged
Power cells
Frigate monitors a fleet's perimeters using high-performance sensors with a range of several light-days
Light turbolaser turrets
Forward sensors
Command bridge
Turbolift shaft
Active neutrino radiator and shield heat-sinks
Ion drive thruster
Energy cells
Long-range hyperwave transceiver mast can establish communications links anywhere in the galaxy
Power feeds
Docking ring
Supralorene reaction tanks
Sensory antennae and point-defense guns
Twin turbolaser turret
Semi-exposed frame
Inertial compensator and tractor fields that maintain structural integrity run along the longitudinal spines
Ion cannon
Former storage vaults for galactic currencies and precious metals are now used to transport military hardware
Powerful forward laser cannon is slow to maneuver but deadly to larger warships
Impact mark left by the collision of the late Jedi Master Wan-Ni Coaden in his NTB-630 bomber, during the Battle of Crossbeck Nebula
Emblem of Confederacy of Independent Systems combined-volunteer forces
Tide of Progress XII hails from a secret Banking Clan treasury space station halfway between the galactic spiral and its nearest dwarf satellite galaxy
Front starboard power trunk
Prow turbolaser elevation mount
Habitable areas with droid towers and troops

Data File—Commerce Guild Destroyer

Manufacturer: Hoersch-Kessel Drive Inc. and Free Dac Volunteers Engineering Corps
Make: *Recusant*-class light destroyer
Dimensions: length 1,187 m (3,893 ft); width 157 m (515 ft); height 163 m (535 ft)
Max. acceleration *(linear, in space)*: 2,800G
Hyperdrive: class 2.0; 30,000 light-year effective range
Crew: 300; up to 40,000 deactivated battle droids
Armament: 1 prow heavy turbolaser cannon; 4 heavy turbolaser cannons; 6 heavy turbolaser turrets; 5 turbolaser cannons; 30 dual laser cannons, 12 dual light laser cannons 60 point-defense laser cannons

Commerce Guild Support Destroyer

Recusant-class light destroyers are mass-produced by zealous workers led by Techno Union foremen, using materials from many Commerce Guild worlds. Since the beginning of the Clone Wars, countless numbers of these support vessels have been built, destroyed in battle, and replaced. Lone *Recusant*-class ships often carry out attacks on Loyalist commercial shipping, but their real effectiveness becomes apparent when deployed in large numbers. Four to six can outgun a Republic *Venator*-class or *Victory*-class Star Destroyer, but it would take 1,000 *Recusant*-class ships to take on Kuat Drive Yard's *Mandator-II* Star Dreadnought.

Data File—Banking Clan Frigate

Manufacturer: Hoersch-Kessel Drive Inc. and Gwori Revolutionary Industries
Make: *Munificent*-class star frigate
Dimensions: length 825 m (2,706 ft); width 426 m (1,397 ft); height 243 m (797 ft)
Max. acceleration *(linear, in open space)*: 2,300G
Hyperdrive: class 1.0; 150,000 light-year effective range
Crew: 200; up to 150,000 deactivated battle droids
Weapons: 2 heavy turbolaser cannons; 2 long-range ion cannons; 26 twin turbolaser cannons; 20 light turbolaser turrets; 38 point-defense laser cannons.

Banking Clan Frigate

The Banking Clan's *Munificent*-class star frigates are combat-communication ships, which assist with the navigation and coordination of Separatist fleets deep in hostile space. Powerful antennae channel hyperwave supralight transceivers, while jamming devices hinder enemy sensors and targeting systems. Two huge turbolaser cannons can blast-melt an ice-moon measuring 1,000 kilometers (621 miles) in diameter, or pierce the shields of a 10 km-wide (6.2 mile-wide) Grade III battle station. These ships once guarded banker's vaults on Outer Rim worlds and menaced planets heavily in debt to the Banking Clan. Now they escort and coordinate Separatist fleet actions such as attacks on the interstellar HoloNet relays, which consequently blind and isolate Loyalist forces.

Invisible Hand

It is 19 BBY. The galactic capital Coruscant teeters from the Separatist Crisis. *Invisible Hand* have abducted Supreme Chancellor Palpatine. The vessel waits in orbit with the Confederacy fleet as the third Kidnappers years with their valuable prize—two before they can flee, thousands of Republic battleships engage the craft, trapping it in an upper atmospheric combat within the planet's darkened skies. *Invisible Hand* is badly damaged by superior enemy guns, its hull ripped by Obi-Wan Kenobi and Anakin Skywalker once final Palpatine is rapidly decaying spacewreck. Exposed compartments are flooded with flaccid cadavers and projectiles lazed with invisible, exotic hypermatter fuels. Artificial gravity, power fields, and internal compensators all begin to fail, as the crippled ship threatens to lose itself apart. The battle wages on, until *Invisible Hand* begins its meteoric fall toward the surface of Coruscant.

Damage Control

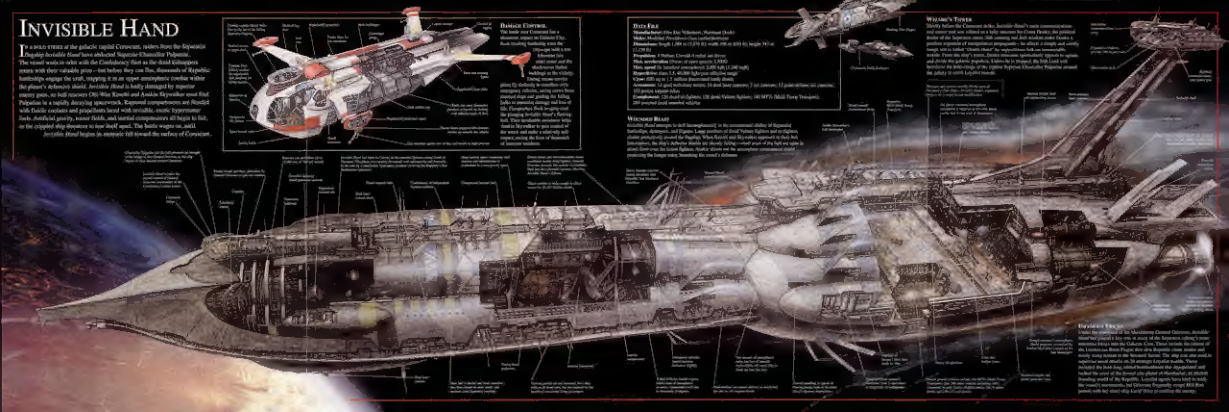
The inside core Command has a double-sealed, square-to-bulkhead City-Scale shielding hardening zones the Command Core, and the multi-crew control and life-maintenance habitat buildings on the vicinity, having rescue-service pilots fly distinctly to coordinate with emergency crews. Damage control personnel rings and grinding fire, killing, kelbs to minimize damage and loss of life. Unexpected flesh security could the plunging Invisible Hand's flowing hull. These ambulatory personnel helps the ship's medical droids to triage the worst and make it relatively self-repairs, saving the lives of thousands of innocent residents.

Hull Data

Manufacturer: Hyrotec Ship Volunteers, Nantaan (Arde)
Model: Modified Providence-class dreadnought
Dimensions: length 1,000 m (3,270 ft); width 600 m (650 ft); height 300 m
Crew: 4,000
Propulsion: 4 Pelleus Drive III 3 solar ion drives
Max. acceleration Drives: at open speeds: 2,000
Max. speed In hyperspace: 1 parsec/hour; 2,000 kph (1,240 mph)
Hyperdrive class 1.5; 40,000 light-year effective range
Cost: 600 up to 1.5 million discounted battle droids
Armament: 12 quad turbolaser turrets; 24 dual ion cannons; 12 point-defense ion cannons; 12 proton torpedo launchers
Complement: 4,000 Arde Hyrotec Systems; 120 droid Vulture fighters; 300 MTTs (Multi-Troop Transport); 200 prepared droid unmanned vehicles

Weapons Range

Although Arde attempts to shell incompetently to the unsummoned ability of Separatist battleships, dreadnoughts, and frigates. Large numbers of droid Vulture fighters and starfighters, clones piloting by aboard the flagship Arde Hyrotec and Hyrotec supported by their Arde interceptors, the ship's defensive details are already falling—crucial areas of the hull are open to attack from even the fastest fighters. Kelbs's drives are the spaceships' communication center, protecting the longer-range, hamstring the vessel's defenses.



Wreaths's Tower

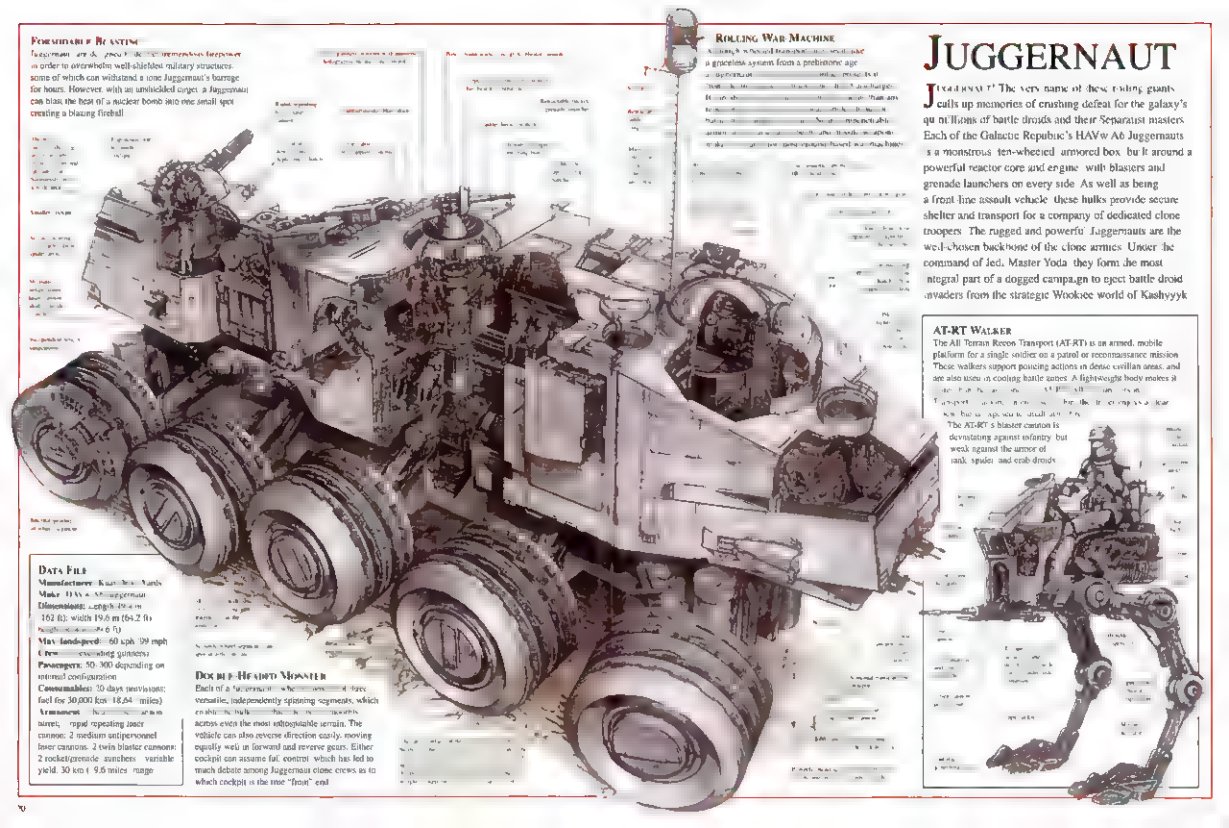
Shortly before the Coruscant strike, *Invisible Hand*'s main communications and sensor pod was utilized as a lofty outcrop for Count Dooku, the political leader of the Separatist cause. His meeting and final wireless with Grand's position exposure of manipulative propaganda—to adopt a simple and easily understood "us versus them" mentality, and to justify the Separatist military wealth. From the ship's crown, Dooku transmitted his commands to control and divide the galactic populace, hoping for it to expand the Sith Lord will manipulate the Republic into the Galactic Empire. Chancellor Palpatine aboard the galaxy to unite Loyalist hands.

Hyperdrive Fuel

Under the command of the Confederacy General Grievous, *Invisible Hand* had jumped a key role in many of the Separatist victory's many battles, including the Battle of the Outer Rim. Those victories, the control of the Outer Rim Territories, and the Confederacy's military might made it a worthy target for the Separatist Senate. The ship can also used to supervise naval attacks on 20 strategic Loyalist worlds. These included the Arde ring, orbital bombardments that depopulated and melted the crust of the Separatist city-planet of Nantaan, all strategic founding world of the Republic. Loyalist agents have tried to stall the Separatist war effort by destroying Separatist ships—the Arde Hyrotec yards, with the exact ship Lord Tyrus personally the energy.

JUGGERNAUT

Juggernaut! The very name of these rolling giants calls up memories of crushing defeat for the galaxy's qu millions of battle droids and their Separatist masters Each of the Galactic Republic's HAVw A6 Juggernauts s a monstrous ten-wheeled armored box, built around a powerful reactor core and engine with blasters and grenade launchers on every side As well as being a front line assault vehicle these hulks provide secure shelter and transport for a company of dedicated clone troopers The rugged and powerful Juggernauts are the wel-chosen backbone of the clone armies Under the command of led. Master Yoda they form the most integral part of a dogged campaign to eject battle droid invaders from the strategic Wookiee world of Kashyyyk



Formidable Blasting

Juggernaut are designed to withstand firepower in order to overwhelm well-shielded military structures. some of which can withstand a lone Juggernaut's barrage for hours. However, with an unshielded target, a Juggernaut can blast the heat of a nuclear bomb into one small spot creating a blazing fireball

Rolling War Machine

a graceless system from a prehistoric age

Data File

Manufacturer: Kuat Drive Yards
Make: HAVw A6 Juggernaut
Dimensions: length 49 m (162 ft); width 19.8 m (64.2 ft)
Height: 6 m (19.6 ft)
Max land speed: 60 kph (39 mph)
Crew: [illegible] gunners)
Passengers: 50–300 depending on mission configuration
Consumables: 20 days (maximum; fuel for 30,000 km (18,64 miles)
Armament: [illegible] arms turret; rapid repeating laser cannon; 2 medium antipersonnel laser cannons; 2 twin blaster cannons; 2 rocket/grenade launchers variable yield. 30 km (19.6 miles) range

Double-Headed Monster

Each of a [illegible] wheels [illegible] three versatile, independently spinning segments, which enable the [illegible] across even the most inhospitable terrain. The vehicle can also reverse direction easily, moving equally well in forward and reverse gears. Either cockpit can assume full control which has led to much debate among Juggernaut clone crews as to which cockpit is the true "front" end

AT-RT Walker

The All Terrain Recon Transport (AT-RT) is an armed, mobile platform for a single soldier on a patrol or reconnaissance mission These walkers support pinning actions in dense civilian areas, and are also useful in cooling battle zones A lightweight body makes it [illegible]

The AT-RT's blaster cannon is devastating against infantry but weak against the armor of tank, spider, and crab droids

Utapaun P-38 Fighter

The remote planet Utapia, located in the distant Tarabba Sector, relies on the sturdy Ponta-38 (P-38) starfighter for defensive and offensive engagements. These tough, hyperdrive-equipped fightercraft have interceptor range and are fitted with highly effective, long-distance sensor systems that provide early warning of enemy activity. Versatile thrusters, dual-master systems, and high-capacity deflector shielding make them a valuable asset for any starfleet. When Tim Moden, the Master of Utapau Port Administration, realizes that General Grievous's Separatist forces are about to land on the planet, he orders his outgunned P-38 forces into hiding. However, with the arrival of General Kenobi and the hope of Loyalist military intervention, Moden recalls his pilots from their concealed hangars and the cold depths of space, in a frantic, fiery bid for freedom.

Techno Union Starfighter

Numerous Mankvim-814 interceptor flock to defend the Separatist foothold on Utapau. The Techno Union built these small, short-range starfighters on the planet from local materials. It hastily constructed factories in the ancient Grand Halls with no regard for Utapau's architectural heritage. The Mankvim's simple construction centers on a reactor feeding power and plasma to a high-velocity ion-drive. A magnetized rudder tilts the ion flow for off-axis thrust, while smaller side thrusters aid roll and yaw adjustments.

The craft is equipped with twin rapid-fire laser cannons and durable shields for combat. Aerodynamic wings fitted with repulsorlifts aid overall maneuverability.

Home Force

The Trade Federation protects its position in remote galactic regions by placing embargoes on arms sales to planetary governments. As a result, Utapians rely upon self-made, downscaled ships—their biggest anti-pirate Readill Dreadnaught is one-fifth of the size of a Trade Federation Battleship. Lacking a heavy navy, Utapians deploy a rugged and potent starfighter force. Their large P-38 fighters are capable of independent hyperspace jumps, which enables them to defend the security of Utapau far into the Tarabba Sector. The interstellar range of these ships means they can endure longer, more arduous missions than tiny, fleet-based craft such as Separatist droid fighters, Republic V-wings, and Jedi starfighters.

Reclaiming Utapau

Utapians live on an eerie world of wind, bones, and caves far from Tarabba Prime, the nearest major shipping and communications hub. The planet is shared by two humanoid species, the Utai and the Pau'ans, known collectively as Utapians. Utapau's only asset is its obscurity, which General Grievous exploits to keep his new headquarters a secret from Republic forces. When the Utapaians decide to fight back against the Separatist occupiers, local knowledge and the P-38's advanced scanner systems give them a sharp advantage in high-speed chases through the treacherous canyon tunnels. Powerful jammers also prove surprisingly effective at interfering with Separatist droid control signals. Any droids within targeting range are isolated, and must rely on their built-in, low-intelligence individual droid-brains.

Data File—Utapaun Starfighter

Manufacturer: Bonper Torsekil Abbey Devices
Make: Ponta-38 (P-38) starfighter
Dimensions: length 12.7 m (41.7 ft); width 12.88 m (42.3 ft); height 2.71 m (8.9 ft)
Max. acceleration *(linear, in open space):* 3,300G
Max. airspeed *(in standard atmosphere):* 61,000 kph (37,905 mph)
Hyperdrive: class 2; 3,000 light-year effective range
Consumables: 20 days air, fuel, and food
Crew: 1
Armament: 2 laser cannons

Data File—Techno Union Starfighter

Manufacturer: Feethan Ottaw Scrible Assemblies
Make: Mankvim-814 light interceptor
Dimensions: length 10.7 m (35 ft); width 6.46 m (21.2 ft); height 3.45 m (11.3 ft)
Max. acceleration *(linear, in open space):* 3,400G
Max. airspeed *(in standard atmosphere):* 62,000 kph (37,905 mph)
Hyperdrive: none
Consumables: 2 hours fuel
Crew: 1
Armament: 2 laser cannons

Grievous's Wheel Bike

General Grievous's fearsome reputation as a merciless military leader is reinforced by a personal fleet of special vehicles and machines. On occasion, he uses his cyborg General Grievous's wheel bike – a tumbling two-wheel that surrounds a central [illegible] Grievous's military vehicle is an offshoot of the Banking Clan's hoop-wheeled HardLine droids, designed to roll at stimulating speed on hard surfaces. It can also raise itself up on two pairs of legs to walk over the top of battle wrecks and other obstacles. A double laser cannon replaces one side seat, and Grievous can wield either a conveniently placed electrostaff, a blaster, or one of his Jedi lightsaber trophies when he rolls into battle. Flexing claws skirt the wheels to provide a smoother ride or clutch the ground as climbing teeth. The bike's strong grip allows smart [illegible] an ability displayed when Grievous is pursued by Obi-Wan Kenobi.

Grievous's Starfighter

Although he prefers hand-to-hand combat, General Grievous often flies a battle-worn Belbullab-22 fighter designed by Feethan Ottraw Scalable Assemblies, specialists in self-constructing armaments factories. Made for a living robot, the hyperdrive-equipped craft is [illegible] drives enable the Belbullab to keep pace with its flagpost P-38. A rear-mounted droid [illegible] Rapid-firing triple [illegible]

New Headquarters

[illegible] on Utapau. These facilities create new troops, starfighters, wheel bikes, and other vehicles using local materials. If left undisturbed, they will turn Utapau into yet another of the Outer [illegible] ugly refineries and assembly lines, and trembling under the weight of ever [illegible]

Data File

Manufacturer: Z-Gomor Tembuell Guppat Corp. Zug system
Make: Trimo-6 personal wheel bike
Dimensions: [illegible] m (8.3 ft) length, *including* [illegible]
[illegible]
Top
Max landspeed: [illegible] mph) rolling, 40 kph (25 mph) walker
Consumables: fuel for 500 km (31 mph) travel
Armament: double laser cannon

Ride to Racing

[illegible] charms of Pau city. As the Separatist [illegible] deadly wheel bike smashes over or through [illegible] The hoop-wheels derive [illegible]

Wookiee Catamaran

Oevvaor catamarans are slim, twin-hulled Wookiee-made watercraft that skid over the waters of Kashyyyk at breakneck speeds. They are lifted by a repulsorlift array and propelled by Podracer-style jet engines or propeller pods, and are steered by knife-like keels and rudders. Wookiee catamarans are normally used as fishing or sports craft, and are not equipped with built-in heavy weapons. But when Kashyyyk is invaded, hundreds of these unarmed craft are conscripted to bear Wookiee troops in sma1larms attacks, darting through the ..nes of Separatist vehicles. The catamarans' speed and maneuverability are crucial as Kashyyyk's defenders know that the enemy must first capture the coasts before attempting incursions into the tangled, dense foliation of the inland woods.

Swamp Speeder

The Grand Army of the Republic bolsters the Wookiee's defensive forces with a wide variety of imported war machines. The light, two-man ISP Infantry Support Platform speeder is the clone troops' closest equivalent of the Wookiees' Oevvaor catamarans and Raddaback "Grasp" flotorcraft. The clone army's antigravity hydrolift vehicle floats smoothly in the air without touching land or water. It is driven by a powerful turbofan, which can be reversed to fire a braking airblast when needed. Precise, controlled vectoring of the turbofan's thrust makes the ISP a highly maneuverable attack vehicle. The front-mounted pair of twin-blaster cannons are lethal to enemy infantry but can also prove highly effective against shielded enemy gunships, fighters, and Corporate Alliance NR-N99 tank droids.

Agile Defenders

The Wookiee watercraft used in the defence of Kashyyyk are named after the Oevvaor, a predatory marine reptile of the Kashyyyk coasts known for its agility and territorial ferocity. The tough hulls of these aptly named catamarans are handcrafted from wroshyr timber. This light, strong, and durable wood is hewn from Kashyyyk's fabled wroshyr trees, which can grow to hundreds of meters in height.

History of Hostility

For 20 years, the Wookiees of Kashyyyk and its colony worlds have repeatedly repelled encroachments by the greedy Trade Federation. In this new period of unrestrained war, Confederacy invaders now bypass the colonies and attempt a conclusive strike on the Wookiee homeworld. Although the Separatist invasion fleet is driven off by General Yoda's Republic taskforce, a huge army of tank droids, crab droids, and flying gunships occupy the tropical Wataxi Archipelago. The Wookiees know that they must marshal all their brawn, defensive weaponry, and vehicular power to halt the invaders' advance.

Strategic World

Kashyyyk, or "Wookiee Planet C" as some humans call it, has long played a major role in transgalactic shipping and communications. For centuries, an elite guild of long-lived Wookiee cartographers known as the Clanavine have commissioned and updated the hyperspace route surveys that keep the galaxy navigable. It is widely believed that the Clanavine Guild's ancient data archives contain many near-mythical, long-lost routes that do not feature on the Republic's official charts. Conquering Kashyyyk would enable the Separatists to control hyperspace route planning and to use the Wookiees' secret routes to frustrate any nonseparatist galactic trade and communications.

Data File

Manufacturer: Appazanna Engineering Works
Make: Oevvaor jet catamaran
Dimensions: length: 5.1 m (46.2 ft); width: 10.2 m (33.5 ft); height 4.3 m (14... ft)
Max. waterspeed: 370 kph (230 mph)
Crew 2
Passengers: 2
Consumables: 2 days' rations
Armament: none

Palpatine's Shuttle

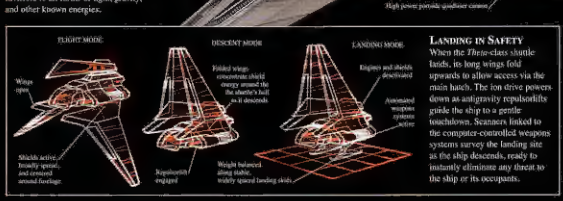
Assassination and abduction have punctuated every stage of the Clone Wars, and a galactic leader such as the newly self-appointed Emperor Palpatine requires a secure personal transport. The new *Theta*-class T-2c shuttle is designed to ferry important officers, Senators, and courtiers between planets and ships in safety. Capable of outgunning most starfighters, the ship is fitted with twin forward-mounted quadlaser cannons and a single, high-powered tail gun. This destructive arsenal can be computer-controlled or manually operated from a combined communications and gunnery station in the cockpit. The long folding wings are designed to project powerful shielding fields, and they also aid stability during atmospheric flight.

Data File

Manufacturer: Cygnus Spaceworks
Make: *Theta*-class T-2c Personnel Transport
Dimensions: length *(excluding guns)* 18.5 m (60.7 ft); width 29.3 m (96.1 ft); height 18.5 m (60.7 ft)
Max. acceleration *(linear, in open space)*: 1,800G
Max. airspeed *(in standard atmosphere)*: 2,000 kph (1,240 mph)
Hyperdrive: class 1; 8,000 light-year range
Consumables: 60 days fuel and air
Crew: 1–5
Armament: 2 quadlaser cannons; 1 aft laser cannon

Elite Transport

Emperor Palpatine's shuttle has been upgraded by "Wrethus's Wizards," the finest starship technicians in the galaxy. To provide instant transgalactic communications, they installed a hyperwave reflector skin to the secret Jedi homing devices. The shuttle is also lined with sensor masks that make the interior appear empty on conventional scanners. Palpatine's later shuttles will feature a cloaking device—making them invisible to all forms of light, gravity, and other known energies.


FLIGHT MODE
DESCENT MODE
LANDING MODE
Wings open
Folded wings concentrate shield energy around the shuttle's hull as it descends
Engines and shields deactivated
Automated weapons systems active
Shields active. Innately sprial, and centered around fuselage.
Repulsorlift engaged
Weight balanced along stable, widely spaced landing skids

Landing in Safety

When the *Theta*-class shuttle lands, its long wings fold upwards to allow access via the main hatch. The ion drive powers down as antigravity repulsorlifts guide the ship to a gentle touchdown. Scanners linked to the computer-controlled weapons systems survey the landing site as the ship descends, ready to instantly eliminate any threat to the ship or its occupants.

Imperial Symbol

In the formative years of the Galactic Empire, Cygnus Spaceworks will lose the contract for its shuttle line to Sienar Fleet Systems. Key designers at Cygnus, lured by vast salaries, personal galactic yachts, and a cut of future profits, will defect to Sienar, taking their designs with them. In years to come, the configuration of the *Theta*-class and its descendants will become a symbol of Imperial prestige. Sienar will also produce the Empire's primary space-superiority craft, the TIE (Twin Ion Engine) fighter, as well as downscaled warships built to patrol remote sectors.

Covert Collaborations

The Emperor's shuttle serves as a mobile base from which he can further his goal of galactic domination. Separatist leaders, corrupt Senators, and other influential figures have been bribed, coerced, or threatened in the ship's secure aft compartment. Soft truth potions, mind-control enhancers, torture devices, and memory erasers have assisted Palpatine in his "negotiations." Mystical Sith equipment capable of channeling the dark side of the Force also helped sustain his injured apprentice Darth Vader during the trip from Mustafar to the secret medical center on Coruscant.

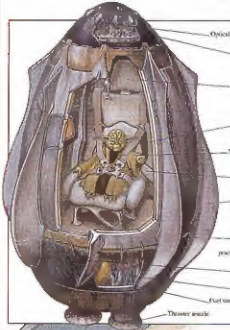
Yoda's Escape Pods

An escape pod is designed for just one thing: to carry a living being away from danger as quickly as possible. These basic craft roar and shake through the air, propelled by simple ion engines, while the occupant's ride is smoothed by inertial compensators and anti-gravity fields. In his escape from the forces of Emperor Palpatine's newly formed Galactic Empire, Jedi Master Yoda resorts to these devices twice in the space of one week.

Yoda's first pod is a simple, Wookiee-made vessel that lifts him away from danger on Kashyyyk. His second craft, which carries him into exile on Dagobah, is a more sophisticated lander from Polis Massa. The pod can guide itself to an upright landing and touch down on its four folding legs.

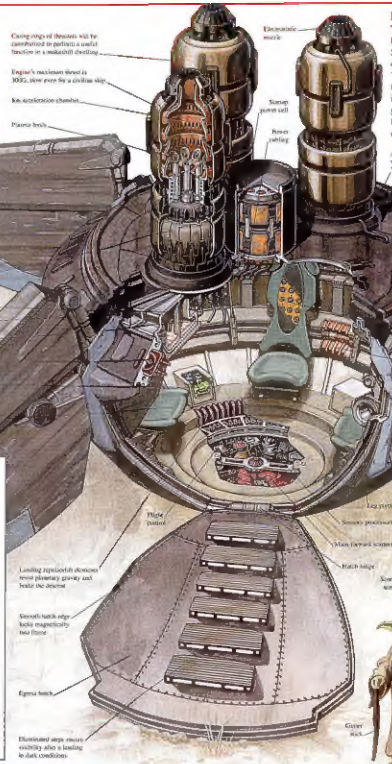
A Hidden Sanctuary

After discovering the disappearance of the planet Kamino from Jedi navigational charts at the beginning of the Clone Wars, Yoda discreetly scanned for other gaps. Throughout the entire galaxy, he detected 37 more "missing" star systems. He found amazing strategic resources in some, while he met fiendish foes in others. With the dark side of the Force ever more pervasive, Yoda chose to keep one lost planet, Dagobah, as his private secret. In so doing, he was able to out-manipulate the phantom menace responsible for deleting the Jedi files. By adopting Dagobah as his hiding place, Yoda now awaits a new hope for the galaxy in safe, if lonely, isolation.


Optical sensor window
Sensor processor and guidance computer
Hemitrol designed to accommodate a Wookiee's height
Awkwardly adjusted seat restraint
Yoda, the fugitive viewed in the Battle of Kashyyyk
Control panel
Curved stabilizer fins ensure a stable, rolled ascent through the air
Sturdy construction of hexagonal hull reflects practicality of Wookiee design
Sensor pit
Reactor
Fuel tank
Thruster nozzle

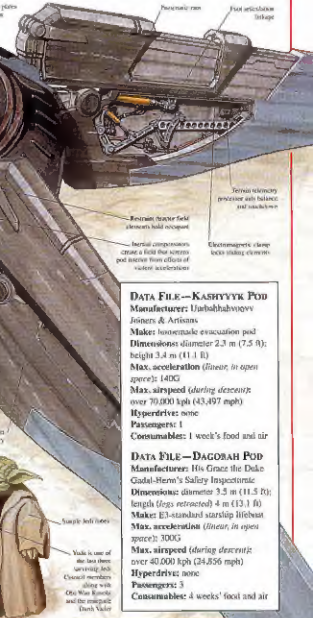
Escape from Kashyyyk

With invading Separatist droids overrunning the forests and lagoons of Kashyyyk, Wookiee defenders prepared thousands of hidden escape pods for last-resort evacuation. General Yoda, in victorious yet unforeseeable circumstances, used the first pod. Its three sublight thrusters—cobbled together from three shipwrecks—contain just enough fuel to bear him safely into interplanetary space. Yoda deactivates his pod's tell-tale distress beacon, relying solely on his Jedi emergency transmitter. This pocket gadget reflects a tiny fraction of the supralight signals beamed between the Republic's public HoloNet relays. Encrypted modulation of these reflected signals transmits the owner's ID and location. Alderaanian agents searching for surviving Jedi on Coruscant intercept Yoda's call, leading Senator Bail Organa to his rescue.


Casing rings of thrusters will be cannibalized to perfect a useful function in a makeshift dwelling
Engine's maximum thrust is 300G, slow even by a civilian ship
Ion acceleration chamber
Plasma bridle
Electrostatic nozzle
Storage power cell
Power cabling
Adjustable footpad
Reaction/ionization chamber
Fuel tanks are almost empty if rescuer used propellant
Leg articulation socket
Fuel lines
Distress beacon, already deactivated by Yoda
Rations and survival gear
Seats are designed to be a comfortable size for an average male Massan
Flight Control
Landing repulsorlift thrusters resist planetary gravity and brake the descent
Smooth hatch edge locks magnetically into frame
Egress hatch
Illuminated steps ensure visibility after a landing in dark conditions
Leg servo
Sensory processors
Main forward scanner
Hatch hinge
Scratch marks from atmospheric entry
Glass viewport

Derelict Transport

To begin his self-imposed exile on Dagobah, Yoda stowed away aboard an unmanned Polis Massan-registered super-freighter. Carrying grain to starving inhabitants of the Separatist stronghold of Sluis Van, the ship briefly dropped out of hyperspace just outside Dagobah's solar system. Launching his escape pod undetected and unrecorded, Yoda headed for his gloomy new home. With no hyperdrive for a return journey, the teeming jungle will ruin the redundant vehicle within a year. The resourceful Jedi will incorporate some parts into a crude but homely new dwelling. Hand-built from mud, gnarltone, watale and stones, the hut will make use of the pod's hull plates as a foundation for the floor. Thruster rings will form door and window frames, while elements from the artificial-gravity compensators will provide illumination.


Armored hull plates will be used in Yoda's hut
Pneumatic ram
Foot articulation linkage
Terran telemetry processor aids balance and touchdown
Restraint tractor field elements hold occupant
Inertial compensators create a field that screens pod interior from effects of violent accelerations
Electromagnetic clamps locks sliding elements
Sample Jedi robes
Yoda is one of the last three surviving Jedi. Closest members along with Obi-Wan Kenobi and the emperor Darth Vader

Data File—Kashyyyk Pod

Manufacturer: Uarbahbahwoyv Joiners & Artisans
Maker: homemade evacuation pod
Dimensions: diameter 2.3 m (7.5 ft); height 3.4 m (11.1 ft)
Max. acceleration *(linear, in open space)*: 140G
Max. airspeed *(during descent)*: over 70,000 kph (43,497 mph)
Hyperdrive: none
Passengers: 1
Consumables: 1 week's food and air

Data File—Dagobah Pod

Manufacturer: His Grace the Duke Gadal-Henn's Safety Inspectorate
Dimensions: diameter 3.5 m (11.5 ft); length *(legs retracted)* 4 m (13.1 ft)
Maker: ID-standard starship lifeboat
Max. acceleration *(linear, in open space)*: 300G
Max. airspeed *(during descent)*: over 40,000 kph (24,856 mph)
Hyperdrive: none
Passengers: 3
Consumables: 4 weeks' food and air

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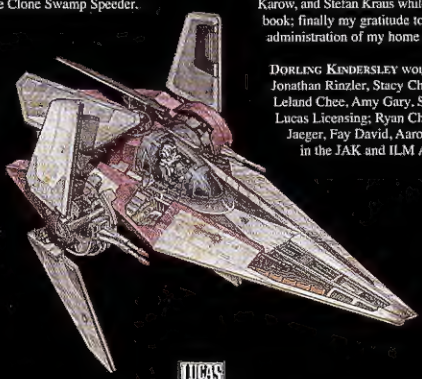

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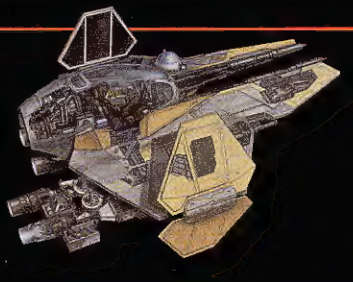

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